

▶LOCATION INDEX

TAPE A

Cassette Counter Setting

1 Geoff Capes Strongman

2 Elidon

3 Bagger Goes To Hollywood

4 Cauldron

5 3D Lunattack

TAPE B

1 Crazy Comets

2 Dynamite Dan

3 Herberts Dummy Run

4 Attack Of The Mutant Camels

5 Basildon Bond

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Loading instructions.

Insert cassette and ensure tape is fully rewound. Reset tape counter to zero. Press SHIFT/RUN STOP Then press PLAY on tape. Repeat the procedure for each game remembering to reset the computer each time and to make a note of the counter setting for each game on the grid in the instruction booklet for easy location of games for future use.

If you encounter any problems in loading make sure the heads on your tape deck are clean and that the azimuth head alignment is okay. In cases of difficulty consult your dealer.

**Disk Loading Instructions**  
**Insert disk and type: LOAD "MENU".8 Then press RETURN.**  
**When it has loaded type RUN and press RETURN. Then the menu appears. Press 1,2 or 3 to load required game. Switch off and on and repeat above for each subsequent game.**

▶GEOFF CAPES STRONGMAN CHALLENGE  
© Software Communications Ltd 1985

**The Game** *(Read this carefully)* In STRONGMAN you will have to take control of Geoff's body as he tries to complete each different event. You will also have total responsibility for the general condition and fitness of Geoff's body, trying to make sure that it is able to cope with the high demands each event will make upon it, as well as having the stamina to get right through to the very end.

To help you do this Geoff's body has been divided into several different areas represented by MUSCLE ICONS. Different events will use different muscles to a greater or lesser extent. For example, the arm muscles may be especially important during the log chop. At the beginning of each game level you will have a TRAINING SESSION. During training you can build up each muscle area ready for the six events to come.

If the gauge in any muscle area reaches zero, Geoff will collapse and you will have to start all over again.

The rate at which a muscle's energy is used up will depend not only on how quick and skilful you are, but also on how much EFFORT you decide to use. During most events you can adjust the effort being made by Geoff's body to anywhere between 0% and 100%. The higher the effort, the easier it will become for you to successfully complete an event and move on.

After each event you will have a limited rest period during which you can try to get Geoff's body ready for the next event.

If you manage to complete all six events, you will have a chance to re-train and then try each of the six events again.

However, not all the strategy involved has been given to you in these instructions. GOOD LUCK !

**Training Session** At the start of each game each muscle is at zero. Before you can build up these muscles you must train. After the message "Training Mode", F3 will select "Build Energy" and F7 "Train in Secret". Once one of these options is selected F1 will start the action.

**Build Energy** Presents Geoff in the gymnasium. There are sixteen seconds to build as much energy as possible.

Press F1 to start the clock. Joystick down, then up to pick up bar. Side to side waggle to bend bar and return to starting position. Repeat this process as often as you can in the time allowed.

Each successful bend builds one block of energy.

**Train in Secret** In this mode energy is built on a random basis. You may not get maximum energy but you will get enough to complete each event.

**Allocate Energy** At the end of TRAINING MODE the message "allocate energy" will appear. Press F1 to start.

All the energy built in the training mode must now be distributed to the muscles. Every muscle must have some energy. However, for each event some muscles are more important than others and the energy allocated to these muscles will be consumed at a higher rate.

To distribute energy move cursor over the required icon and press fire until the desired level is obtained.

Once all the energy is allocated the screen will scroll to the first event.

In each event you must complete a certain task within the time limit without any muscle running out of energy. Running out of energy results in a "faint" which will be the end of the game. The rate at which the energy is consumed is dependant on the "effort".

An initial effort setting is required for each event. Key F7 will increase effort, F5 decreases it. The effort being applied can be adjusted at any time during the event by pressing F7/F5.

The amount of effort applied has different effects for each event. In general it sets the pace at which the event runs. However, some events require thought and strategy rather than brute force to achieve the highest score.

The score gained by each event is related to the speed the event is completed. A zero score indicates a failure to complete the event successfully.

Failure to complete an event in the time limit will result in another attempt of that event. But you are only permitted three reattempts throughout the whole game. Thus success at the second attempt at event one means there will be two possible reattempts at subsequent events.

At the end of each event (signalled by the event time) a score for that event will be displayed. A zero score indicates failure and a positive score success. After a short pause the message "Allocate Energy" will be displayed.

If the event has been completed successfully you are distributing your training mode energy for the next event. Otherwise you are allocating for the second attempt of the same event.

If you successfully complete all six events the screen will flip to the title screen and the message "Circuit completed" and your total score to that point will be displayed. You then get a chance to attempt another circuit, building on your present score. However, the qualifying times for each event will be reduced and the events harder to complete.

At the end of the game, if your score is high enough, you will be invited to enter your name into the Hall of Fame.

Events

**1. Barrel Loading** Object – to load two barrels onto the back of the lorry.

Method – move left, walk down the steps into the cellar, pick up the barrel, return to the lorry and throw the barrel into the lorry.

Walking down stairs requires precise use of the joystick in the following sequence, down – left for each step. Similarly moving up requires; up – right movements. Failure to time these movements accurately results in a fall and you must then start again.

Picking up the barrel requires joystick down to bend down followed by left/ right waggle to pick up the barrel. The pulsing of the waggle must also be precise otherwise Geoff will be unable to pick up the barrel.

**2. Tug of War** Object – to pull the computer opponent a certain distance. Method – to be in a position to make a successful pull you must have a combined "grip" and "pull" factor greater than that of the computer opponent. To set "grip" move cursor over either upper or lower arm and press fire. Your grip factor is indicated to the left of the muscle energy indicator. To set "pull" move cursor over torso icon and press fire. Your pull factor will also be displayed.

An attempt at a pull can be initiated by selecting both leg icons in turn. If your combined grip and pull factors are sufficient and the timing of the attempt is good you will gain ground. However, if the factors or timing are poor then your pull will be reserved by the computer opponent.

In addition to an attempted pull you may attempt a quick snatch by selecting the shoulder icon. The effort requirements for a snatch are the same as the pull, but the timing is more critical. You are only permitted one snatch during the event but if it is successful it gains as much ground as two pulls.

Meanwhile the computer opponent is trying to pull Geoff in the opposite direction by attempting pulls of its own.

Each time a pull or a snatch is made by either Geoff or the computer opponent, Geoff's grip and pull factors are zeroed and must be reset.

**3. Fairground Bell** Object – to make two successful strikes at the bell.

Method – move Geoff to the hammer, pick up the hammer, position Geoff and make strike.

Walking to hammer is achieved by selecting the leg icons in turn. Each selection of upper and lower moves Geoff closer to the hammer. When he reaches the hammer he will bend down to pick it up.

To raise the hammer one stage you must select the shoulder, upper and lower arm icons in that sequence. Once the hammer is fully raised you must position Geoff in the best place to strike the bell fulcrum.

The upper leg icon will move him right and the lower leg icon will move him left. However, you have only a short time to position him and after that time the border will flash white. At this point you must build up power for the strike by left/right waggle of the joystick. Poor positioning can be compensated by strike power. If the positioning and/or strike power are sufficient the bell will be rung.

The strike can be initiated early by selecting the torso icon.

Each icon selection must be made within a specific time (controlled by effort setting). Failure to do so or selecting icons out of sequence results in Geoff being reset to the start of the walk sequence.

**4. Wood Chopping** Object – to chop a log into two parts.

Method – a successful chop is achieved by cutting out a "Vee" shape through log just as in real life.

Joystick up and down to make the chop. Joystick left/right with fire button pressed changes the angle of the axe head and makes a different cut.

The speed of the axe head oscillation is changed according to effort setting.

**5. Sumo Wrestling** Object – to charge the computer opponent off the mat.

Three successful charges wins the event.

Method – joystick left/right moves Geoff forwards and backwards. Joystick down initiates a charge and pressing the fire button whilst charging increases the power of the charge.

Once a charge is initiated the only action the opponent can take is a counter charge. If both players collide during a charge the one with the greatest effort factor wins the charge. The distance an opponent is moved during a charge is related to effort. A collision between non-charging players results in a "tussle" which may or may not (depending on effort) result in a charge.

Any collision results in both players being returned to their starting positions.

6. Car Rolling

Object – to roll a car onto its roof.

Method – the car rolling has four stages:-

1. Walking to the car.
2. Preparing to lift.
3. Lift onto the side.
4. Push onto the roof.

At each stage the computer selects a series of muscles which are required at that stage. It will display the series by "lighting" each muscle icon in turn. To complete the stage you must select the same sequence of muscles. A correct selection is indicated by a green border flash, an incorrect selection by a red border flash. Three wrong selections will result in the computer choosing a new sequence which must then be followed from the start.

The rate at which the sequence is displayed is controlled by the effort setting.

Joystick or Keys

- Z = up
- C = down
- < = left
- > = right
- SPACE BUTTON = Fire

▶ELIDON

© 1985 Orpheus Ltd

The secret forest of Elidon has shrugged off the cold shroud of winter and the Faerie queen is once more the ruler of this magical place. Deep in the forest grow the seven flowers of Finvarra which are woven into a garland to grace the head of my queen. Seven potions are lost in her kingdom and these must be taken to the flowers to make them bloom.

Playing Elidon

Keys

- Z = LEFT
- X = RIGHT
- K = UP
- M = DOWN
- SPACE = FIRE
- or use a joystick in port 2
- P = PAUSE
- A and L = Start new game
- Music ON = S
- Music OFF = Q

The Faerie may fly or walk in any room and she can hover by pressing fire. She may pick up any useful items by walking over them and pressing down. She can only carry three of these, and if any more are collected she will drop earlier ones. Faerie dust and lucky charms collected by touching them.

3▶BLAGGER GOES TO HOLLYWOOD.

© Alligata

**Gameplan** The action takes place in a big Hollywood Film Studio. You must knock out all the film characters in each of the 12 sets by throwing one of scattered movie props at him, before you can reach room 13 – Spellburns office – and steal the film. The prop & character are always related, mostly a specific prop is needed to knock out a character. Sometimes even 2 or 3, but be alert there are bogus props around too. Whilst a character is round he is not harmful, but when fully made up he is deadly, as can be the force barriers (and this increases on successive runs through). Once a character is knocked out he will drop another prop somewhere on that set.

**Note:** You can only carry 3 objects at one time. There can only be 3 objects on the floor of any one set. An extra life is awarded when you reach Spellburns office.

Typical objects:

POW sign, silver bullet, bow, arrow, gun, fire, torch, can of spray, valium tablets.

To move joystick only

- fire throw prop
- space freeze/Unfreeze
- run/stop reset game

To pick up prop just walk over it.

Playing hints.

Movement may be tricky at first, so take care to go through the centre of a doorway between film sets. If you ever get stuck to a wall, don't panic just move away. Listen out for the music, its your clue to the character, but beware these are some bogus tunes (even a totally useless prop somewhere).

Remember:

A prop may be used more than once. If you reach Spellburns office you will have to knock out all 12 characters again before you can get the film, so take careful note of where you leave the props. Finally, if you linger too long on any set a couple of deadly telephone boxes will make life difficult, or even worse, the dreaded Tardis. These can be killed by any prop.

4▶CAULDRON

© 1985 The Video Palace Ltd

Harken witches

Everywhere,

Take the challenge

If you dare –

Tomorrow night

'Tis Halloween

When only one

Shall be Witch-Queen.

Six ingredients

Thou must take

and in the cauldron

Boil and bake –

Juice of toad

Eye of newt,

Wing of bat and

Hemlock root,

Mouldy piece of

Splintered bone

Found from deep

in musty tomb,

Molten lava,

Cooled awhile,

Taken from the

Smoking Isle.

Then the spell

Shall be at hand

To rid the Pumpkin

From the land.

So lead thy game

Without delay –

SHIFT/RUN – STOP

Then press PLAY.

5▶3D LUNATTACK

© Hewson Consultants Ltd 1984

**Play Options** These are reset and the play options screen is displayed when any function key is pressed. Press a function key again to change options as follows.

Function Key	Option	Range
f1	Number of players	1 or 2
f3	Start Zone	1 to 4
f5	Initial difficulty	1 to 9

Pressing the appropriate function key will increase the number displayed. Note that the options remain as per the previous game until the options screen is displayed, when they are reset to 1, 1, 1. Thus to play a second game with the same options, restart the game before this screen appears. To start the game, press fire at any time.

Controls

Keyboard	Joystick
WERTYUIO	Up
ADGJ	Left
SFHK	Right
ZXCVBNM	Down
Space bar	Fire
The RUN/STOP key freezes/unfreezes the game	

Your Z5 HOVER FIGHTER

Your craft operates on three main modes determined by the gunsight position as shown in the table and a subsidiary map mode.

Mode	Gunsight position	Gunsight shape	Function Keys
Missile Mode	above horizon	square	select/ deselect map
Laser Mode	below horizon	octagonal	select/ deselect map
Navigation Mode	on hull	diamond	lock-on current course

**Missile Mode** Used to destroy enemy fighters beyond visual range. Align gunsight, fire and forget.

**Laser Mode** Used to attack all enemy weapon systems within visual range. Align gunsight and fire at will.

**Navigation Mode** Align your craft on a straight pathway to follow your preset course. Hit any function key to lock in a new course.

**Map Mode** Select/deselect from missile or laser mode by pressing any function key. Your ship flashes white in the centre. Previous Seiddab zones are shown in grey and in the next zone to be entered is in red. Numbers indicated approximate Seiddab strength.

**Radar** Your radar system detects enemy fighters beyond the horizon and position and distance on to your screen display above horizon and projects their position and distance on to your screen display above the horizon. This is your opportunity to raise the cursor and 'fire and forget' a squadron of missiles.

**Temperature Display** The hull temperature is shown at the lower right of your instruments. Enemy hits, mines and spores exploding, and clipping the mountains all raise the hull temperature. When this exceeds the danger level, your ship will fall uncontrollably.

**Fuel Display** This is located above the temperature bar. Your fuel level is indicated in white. Your ship is refuelled by flying over your own base. This is indicated on the map by an encircled 'F'. If your fuel level reaches zero, you will plummet to the ground.

**Seiddab Forces** The SEIDDAB have invaded the moon and their forces are heading towards your base. You must protect your base which is your only source of destroy their base ships. The enemy have seven weapon systems at their disposal as shown in the table. Each system is displayed in a separate screen colour and represented by a distinct symbol in map-mode.

**Ranking Symbol** The red and white box to the right of your ship shows your current ranking symbol. As you progress into the top-ten high scores, this symbol will change to your new ranking. After your third ship is lost, you may enter your initials and take your place in the Lunattack Hall of Fame.

Score Table	
DAB Tank	10 points
Aerial Mine	20 points
Low-Level Bomber	30 points
Floating Laser Spore	40 points
Missile Silo	50 points
Seiddab Base	60+ points
Fighter on Radar	10-60 points
Fighter	20-120 points

Weapon System	Description	Screen Colour	Map Symbol
Dab tank	Slow moving, Armed with Ytsan missiles	Green	Tank and 1 Skull
Aerial Mines	Detonated by proximity fuses	Purple	
Low level Bombers	Fly in loose formation	White	Bomb
Floating Laser spoor	Central core and three fusion cells	Green	S and three blocks
Missile Silo	Studded in groups	Red	Missile
Seiddab Base Ship	Very elusive	Orange	Circle
Fighter	Swoop over the horizon	Cyan	Not shown

## 6► CRAZY COMETS

© Software Communications Ltd 1985

**PLAYING INSTRUCTIONS** Press F1 to change between 1 or 2 players. Control your ship by using either Joystick port 1 or 2. You have 3 ships at the start of the game. A bonus ship will be gained for every 10,000 points.

Matter is out of control. All heavenly bodies are becoming energised, eventually turning into supernovae. Destroy all bodies before they become supernovae to achieve a perfect round.

For every consecutive perfect round bonus points are awarded as follows: 4000, 6000, 8000 etc.

Rescue space capsules before they are lost in deep space for an extra 200 points.

Satellite in Orbit	10 points
Energised Satellite	100 points
Crazy Calisto	200 points
Crazy Krypton	300 points
Supernova	500 points

## USEFUL OBJECTS AND THEIR VALUES

<b>Food</b>	
Egg	5 points
Cocktail	10 points
Fruit	15 points
Cheese	20 points
Cake	25 points
Ice cream	30 points
Tea	35 points
Soup	40 points
<b>Other objects</b>	
Credit card	??
Deodorant	25 points
Test tube	50 points
Oxygen	75 points
Dynamite	100 points
Plans	200 points

## 8► HERBERT'S DUMMY RUN

© Mikrogen 1985

Upon loading, the computer will play the title theme, press space bar to start game.

You may control Herbert using either a joystick or the keyboard. The joystick must be in Port 2.

**Keyboard control** Q: Left  
P = Right  
SPACE BAR = Jump/Fire

**TO CLIMB** Press right + left alternately. The faster you do it the faster you climb.

**PAUSE** To pause the game press Key 1. To continue press any key.

**TO QUIT** & return to menu, press Restore.

The game begins with Herbert in the Toy Department. At the top of the screen you will see a clock which is set at 1 pm. You must get Herbert back to his parents in the "LOST AND FOUND" by closing time, 5.30 PM.

Using the lift is an easy way of moving around the store but only if it's on your floor. If it's not you will get a sinking feeling. Climbing ropes could be handy but you may come across a jumbo sized problem. In order to reduce your tears you will need to find and eat various goodies.

Herbert's progress is rewarded by his greatest love - JELLY BABIES. The closer he gets to being re-united the more he will get.

## 9► ATTACK OF THE MUTANT CAMELS

© 1983 Program written by Jeff Minter

A hyper blast for COMMODORE 64

### PREPARING TO PLAY

Use a joystick plugged into the 'A' Joystick slot. Pressing the F keys changes the options as follows:

F1: Selects 1 or 2 player game

F3: Selects skill level, 1 - 31

F5: Selects collision option.

NB. With collisions set to 'YES' flying into a camel results in your immediate de-resolution!

**Skill Levels:** There are 31. Any or all of the following parameters may change:

Speed of camels walking
Accuracy of camels firing
Proportion of normal/nasty bombs
Speed of camels firing
Speed of rockets at Hyperwarp

### PLAYER OPTION

Both share the joystick for alternate turns. Sufficient time is given between turns to pass the joystick between players.

### THE IDEA BEHIND THE GAME

The evil alien nasties have invaded the earth - but not in person! They have abducted some camels from earth and used devious genetic engineering to mutate the normally harmless beasts into 90 foot high, laser spitting, neutronium shielded death camels! Your mission is to pilot your tiny spaceship in combat against these mutants. Your craft is very manoeuvrable and is fitted with a long range scanner, shields, Antimat cannons and trans-spatial warp fields.

### CONTROLLING THE SPACESHIP

Pushing the joystick up or down moves your ship up and down. Pushing the stick in the direction you are facing causes acceleration. Pushing it in the opposite direction causes a reversal of direction. Pressing the red button fires the antimat cannon. Rapid fire is achieved by holding down the button.

### YOUR OPPOSITION

The camels are shielded by neutronium, the hardest substance known to science. You can only destroy the camels by weakening their neutronium shields to such an extent that they become destabilised. You do this with repeated hits with the Antimatter projectiles fired by your Antimat cannons. You will see the neutronium change colour as it weakens, until it eventually flares into iridescence at the instant of destabilisation.

## CAMELS WEAPONRY

Camels spit 2 types of laser bolt. Standard bolts home in on your ship, and you can withstand 4 hits before your shields collapse and you blow up. Nasty bolts home in more accurately and make a very distinctive noise. These bolts penetrate your shields straight away and blast you to atoms.

### LIMITATIONS OF YOUR CANNON

Range is critical. If you are too far away your shots may glance off the shielding. If you get too close, your shots may be deflected round. Note, however, that the closer you get, the faster is your rate of fire.

### TRANS-SECTOR HYPERWARP

When all camels in a sector are destroyed, trans-sector hyperwarp begins. Move up and down to dodge the rockets until your trans-spatial warp field engages.

### SECTOR PENETRATION

If you allow any camel to reach the right hand end of your scanner your sector defences are penetrated. Earth base is so annoyed with such a useless pilot that they push the destruct button and blow you into tiny bits.

### SCORING

One point is awarded for each hit on a camel. A bonus is awarded for destabilising a camel. This starts at 100 points, and doubles each time a camel is destroyed. This bonus is reset to 100 in the following circumstances:

1. Trans-sector warp is achieved, or
2. Your ship is destroyed.

### HINTS ON PLAYING

1. Get up close! You can blast really fast, and weaken the camels quickly.
2. Listen out for nasty bombs! When you hear them, watch out!
3. Learn ship control! Become able to fling your ship around accurately and easily. This is essential as the camels fire more accurately.
4. Stay alive! The bonus is reset when you die! The key to large scores is letting the bonus mount!

You are good if you get scores over 60,000! Awesome scores are over 100,000! Keep on blasting em!!

## 10► THE ADVENTURES OF BOND... BASILDON BOND

© 1985 Probe Software

**The Game** Bond has been assigned to rescue, Russ, who is being held captive by a rival comedy act.

To unlock the secret codes, Bond must piece together jokes which are hidden in the various rooms. He must then return to the Computer Room and log the joke/answer into the system, which must then be matched by the corresponding joke/answer.

You will soon learn that objects are used to perform different functions i.e. to turn the computer on, to search in rooms.

The maximum time available to rescue Russ is 5 hours. You lose time when you come into contact with the cameras.

Cooper Man may be used to kill stubborn cameras, but remember that your Cooperblasters contain Blunder Woman and she may cause more harm than good.

### CONTROLS

Press the fire button to start

### JOYSTICK CONTROL

Left:	Bond runs left
Right:	Bond runs right
Left/up:	
Right/up:	Bond runs upstairs
Left/down:	
Right/down:	Bond runs downstairs
Pause:	Restore
Pause/fire:	Reset game
Fire button:	Pick up object/drop object
Fire Button/ Push joystick:	Cooper Man/Blunder Woman
Fire Button/ Push joystick up:	Return to computer room

COMMODORE 64/128

# COMPUTER



1 Geoff Capes Strongman ► Martech

2 Elidon ► Orpheus

3 Blagger Goes To Hollywood ► Alligata

4 Cauldron ► Palace

5 3D Lunattack ► Hewson

6 Crazy Comets ► Martech

7 Dynamite Dan ► Mirrorsoft

8 Herberts Dummy Run ► Mikrogen

9 Attack Of The Mutant Camels ► Llamasoft

10 Basildon Bond ► Probe Software

► 10 ORIGINAL HIT GAMES

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See inside for details